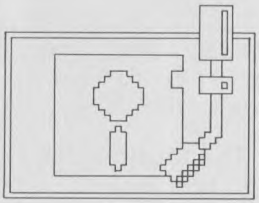
COMPUTER SONG ALBUM™

Instruction Manual

SIGHT & SOUND
Music Software, Inc.



COMPUTER SONG ALBUM™

EQUIPMENT

To use any of the Computer Song Albums you need the following:

1. A Commodore 64 computer
2. A disk drive compatible to Commodore 64
3. A monitor or T.V. with sound and picture. A color set is preferred.

Connect all equipment as described in your Commodore 64 User's Guide.

OPTIONAL EQUIPMENT

1. **Joystick** - must be compatible with Commodore 64.

2. **The Music Processor** - with this music program you can edit your Computer Song Album songs. You can change instrument sounds, change SID chip settings, and actually 'POKE' around in the song data to manipulate lyrics, melody, accompaniment, and special effects. With The Music Processor, you're totally in control.

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All songs are independently licensed for use on this album.
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3. **The Music Video Kit** - with this graphics program you can create unique and exciting visuals. Then, you can incorporate them into your Computer Song Album songs to be displayed in perfect time with the music.

Note: Both The Music Processor and The Music Video Kit are available from your dealer or Sight & Sound Music Software, Inc.

4. You can improve the sound quality by hooking your 64's audio to your stereo or other sound system such as a musical instrument amplifier. See the Commodore 64 User's Guide for details.

TO LOAD THE SONG ALBUM

1. Power up your computer, monitor, and disk drive.
2. Insert the Computer Song Album disk.
3. Type LOAD "*",8 and press RETURN.
4. Type RUN and press RETURN.
5. Wait a few minutes for the program to load. The disk drive makes a rattle noise and there are a few seconds of black screen.
6. When loading is complete, the Song Album Menu appears on the screen.

Note: If you have the program The Music Processor, load it instead. Once loaded, remove The Music Processor disk and insert The Computer Song Album disk. Press RETURN, and the menu appears for the particular Computer Song Album you're using.

Also, you may consider loading The Music Video Kit, in which case, you can use it to edit your graphics - see The Music Video Instruction Manual.

TO PLAY A TUNE

Your Computer Song Album has pre-programmed songs. The list of songs appears on the Main Menu. To play one:

1. Choose one of the titles

2. Press the letter key indicated.

3. The disk drive starts to turn and loads the song file.

4. When loading is finished, the song automatically begins to play.

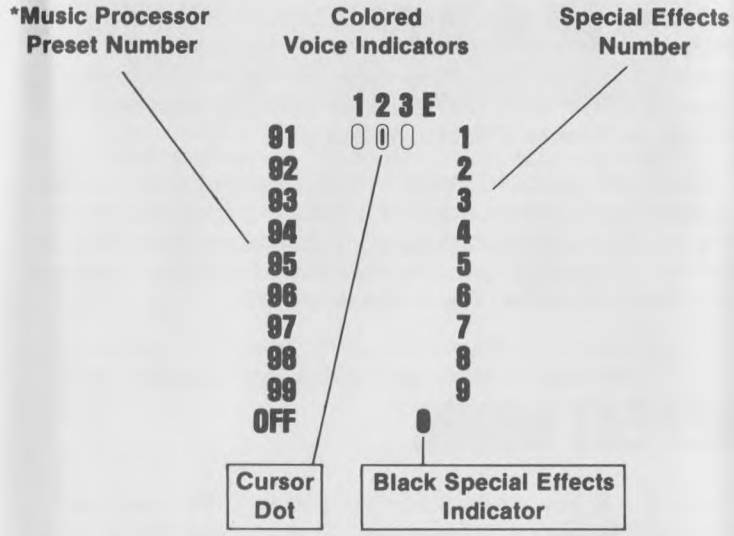
5. When the song is finished the program returns to the Main Menu.

Note: Anytime you'd like to stop a song before it's finished, simply press "Q" or RUN/STOP to quit. The Main Menu reappears on the screen.

While a song is playing, you can:

- Change Tempo (how fast the song plays) by pressing the number keys Ø through 9 — Ø is the slowest; 9 is the fastest. You can also make slight variations in Tempo by tapping several times on the + key to increase tempo; the - key to decrease.

- Use the joystick (or cursor controls) to change instrument sounds. Move the joystick (or press a cursor button) and a small display appears at the right of the screen.



- The **colored circles** correspond to each of the dancing colored notes (Voice 1, 2, or 3).

- The **numbers** on the left indicate 9 pre-programmed instruments or "presets". *Note: the numbers correspond to the 99 presets available on a companion program called The Music Processor. More about this on page 7.

- The **numbers** on the right are special effects.

- The **black circle** indicates which special effect you've chosen (E).

Note: If you're using The Music Processor, refer to the Instruction Manual on how to change the Presets Display in your Computer Song Album songs.

To use:

1. While a song is playing, move the white cursor dot to the left or right to one of the colored circles.

2. Move the circle up or down to the chosen instrument sound. Note: A little dot remains behind to indicate what instrument is still playing.

3. When ready, press the Fire Button and the new instrument starts to play on the corresponding colored note. Or in the case of the black circle, the chosen Special Effect is turned on. You also can use the E key to toggle Special Effects on and off.

To turn off Special Effects or the sound of any dancing note, move the circle to OFF and press the fire button. Note: When using the cursor controls instead of the joystick, the new sound or effect begins automatically when the circle is moved.

REPEAT MODE

Press the R key while a song is playing. This causes the song to play continually until you press the Q or RUN/STOP to stop it.

JUKEBOX MODE

Press the F7 function key and each song on The Computer Song Album plays one after another - just like a real jukebox.

To exit the Jukebox mode, press Q or RUN/STOP.

Note: You can change the order in which songs play in the Jukebox mode by using the optional program The Music Processor. Refer to its instructions for details.

PAUSE

If you'd like a song to pause during playback, press RETURN. Press RETURN again to continue playback.

COMPUTER SONG ALBUMS and THE MUSIC PROCESSOR

All the songs on your Computer Song Albums are completely compatible with THE MUSIC PROCESSOR, a music program from Sight & Sound Music Software, Inc. Using it, you can change instrument sounds, change arrangements, modify presets, and much more.

When using The Music Processor with Computer Song Albums, refer to The Music Processor Instruction Manual.

COMPUTER SONG ALBUMS and THE MUSIC VIDEO KIT

Your Computer Song Albums are compatible with The Music Video Kit, a graphics package from Sight & Sound Music Software, Inc. Using it, you can create exciting visual and graphics effects using sprites and character generation.

And what's more, you'll see your video creation play back in perfect time with the music on the Computer Song Albums.

When using The Music Video Kit with The Computer Song Albums, refer to The Music Video Kit Instruction Manual.

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Sight & Sound Music Software, Inc. warrants, to the original consumer purchaser (the "Purchaser") only, this product against defects in material and workmanship for a period of ninety (90) days from the date of purchase. (Be certain to obtain a bill of sale — keep it and your cancelled check or charge card receipt.) During the warranty period, Sight & Sound Music Software, Inc. will repair or, at its option, replace, at no charge, this product provided that the product is returned to Sight & Sound Music Software, Inc. at the address shown below. In the event replacement is elected by Sight & Sound Music Software, Inc., any replacement product shall be warranted under the terms of this warranty for the remainder, if any, of the original ninety (90) day period.

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Sight & Sound Music Software, Inc. makes every attempt to ensure that you have purchased a product of excellent quality. Every product is subjected to rigorous testing. This Owner's Manual is as detailed and complete as possible to help you realize the full benefits of the software product you have purchased. Refer to this manual often.

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For additional support, Sight & Sound Music Software, Inc. Customer Service personnel are available to assist you from 8:00 AM to 5:00 PM (central time zone) Monday through Friday. Our telephone is 800-25SOUND (800-257-6863).

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